

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

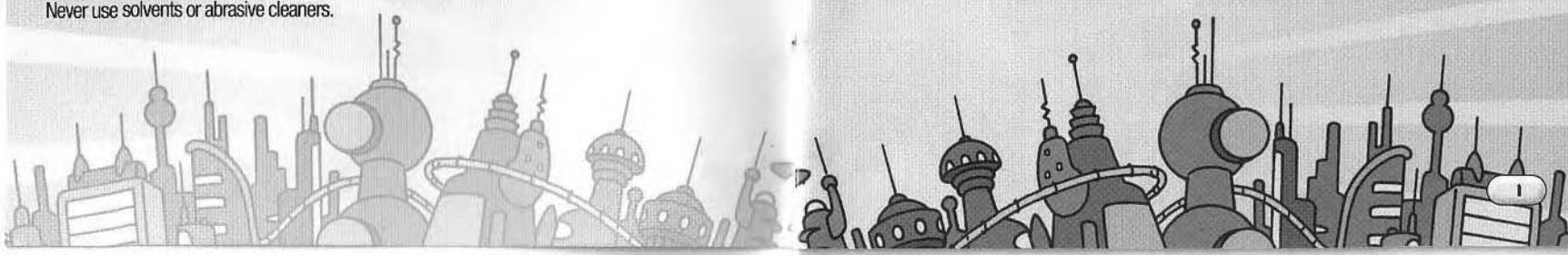
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
  - Do not bend it, crush it or submerge it in liquids.
  - Do not leave it in direct sunlight or near a radiator or other source of heat.
  - Be sure to take an occasional rest break during extended play.
  - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

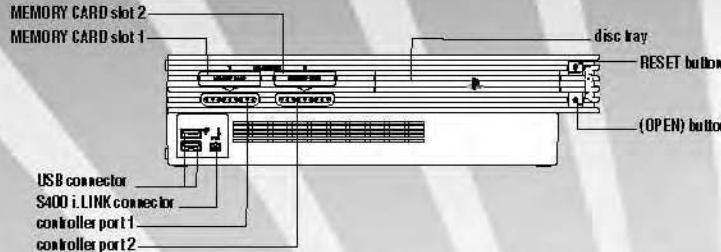
# CONTENTS

<b>Contents .....</b>	<b>1</b>
<b>Getting Started .....</b>	<b>2</b>
<b>Controller .....</b>	<b>3</b>
<b>Main Menu .....</b>	<b>4</b>
<b>Pause Menu .....</b>	<b>4</b>
<b>Game Screens .....</b>	<b>5-6</b>
<b>Characters .....</b>	<b>7</b>
Fry .....	7
Fry (Chicken Walker) .....	8
Bender .....	9
Leela .....	10
Dr. Zoidberg .....	11
<b>Pick-ups and Collectibles .....</b>	<b>12-13</b>
<b>Credits .....</b>	<b>14-15</b>
<b>Customer Support .....</b>	<b>16</b>

Futurama © 2003 Twentieth Century Fox Film Corporation. All Rights Reserved. Fox Interactive, Futurama and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Manufactured and distributed by Vivendi Universal Games. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. All other trademarks referenced herein are property of their respective owners. Developed by UDS AB.



# GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Insert your game controller(s) and other accessories, as required.
2. Make sure the MAIN POWER switch (found at the back of the console) is switched ON.
3. Press the  $\odot$  / RESET button. When the  $\odot$  indicator is green, press the  $\triangleleft$  button. The disc tray will open.
4. Place the Futurama disc on the disc tray (label side up).
5. Press the  $\triangleleft$  button again and the disc tray will close.
6. Follow further on-screen instructions and refer to this manual for game information.

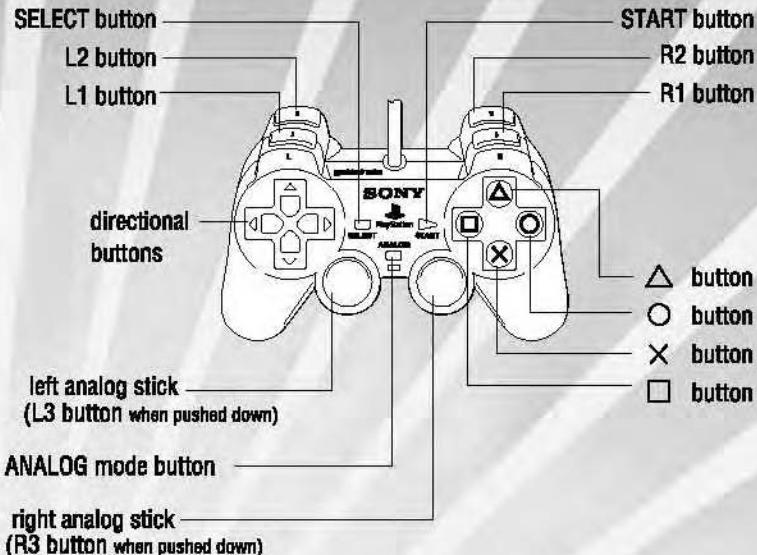
You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

**Note:** Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 before turning the power on. Game saves require 135KB of free space. Saved Options data will automatically load on start up.

# CONTROLLER

## DUALSHOCK®2 Analog Controller



# MAIN MENU

## CONTROLS:

- UP/DOWN on the directional button/left analog stick: Select menu option  
X button: Confirm menu option  
△ button: Cancel selection



## OPTIONS:

- New Game: Begin a new game  
Options: Change the game parameters for music, sound, etc.  
Load Game: Load a previously saved game  
Extras: View any secret content you have unlocked

# PAUSE MENU

## CONTROLS:

- START button: Activate Pause Menu  
LEFT/RIGHT on the directional button/left analog stick: Select menu option  
X button: Confirm menu option  
△ button: Return to game

## OPTIONS:

- Resume Game: Return to the action  
Options: Change the game parameters  
Load Game: Load a previously saved game  
Quit Game: Return to the Main Menu

# THE GAME SCREENS

## Fry



## Fry (New New York)



## Bender



# THE GAME SCREENS (CONTINUED)

**Leela**



**Dr. Zoidberg**



**Current character:**

The member of the Planet Express team you are currently controlling.

**Health bar:**

How far you are from death. Being hit by enemies, falling too far or touching dangerous substances will damage your health.

**Reanimator charges:**

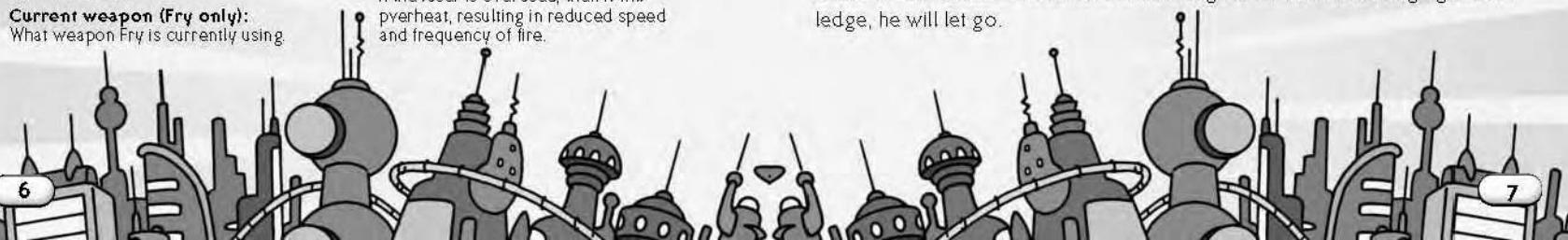
How much charge there is left in the Reanimator. When it runs out of charges, the game is over.

**Special move charges remaining (Bender and Leela only):**

How many special move charges you have remaining.

**Current weapon (Fry only):**

What weapon Fry is currently using.



# FRY



**NAME:** Philip J. Fry

**OCCUPATION:** Intergalactic Delivery Boy;  
Formerly, Pizza Delivery Boy; Formerly, Boy.

**GOALS:** Win Leela's heart, fit five pool balls in mouth, save universe.

## CONTROLS

**left analog stick:** Walk and run

**right analog stick:** Rotate camera/ Look up and down

**X button:** Fire weapon

**□ button:** Charge fire

**○ button:** Jump

**△ button:** Interact

**R1 button:** Lock on target - press and release to toggle target

**L1 button:** Center camera

**L2 button:** Previous weapon

**R2 button:** Next weapon

**R3 button:** Toggle first-person mode



## TIPS

When Fry has a gun, holding down the **R1** button will automatically aim at the nearest enemy. If you want to change targets, tap the **L1** button until you are aiming at the desired enemy. You can also jump and dodge while using this function.

To climb up onto a ledge, press the **○** button so that Fry hangs on to the edge. Now push UP on the left analog stick for him to climb up. If you press down on the directional button/left analog stick while he is hanging on the ledge, he will let go.

# **FRY - NEW NEW YORK LEVEL**

## **CONTROLS**

left analog stick: Aim Up/Down/  
Left/Right

X button: Fire laser

□ button: Fire rocket

START button: Pause



# **BENDER**

**NAME:** Bender

**SPECIES:** Robot

**OCCUPATION:** Looking busy

**NEMESIS:** Magnets

## **CONTROLS**

left analog stick: Walk and run

right analog stick: Rotate camera/  
Look up and down

X button: Shoulder charge

□ button: Spin attack

□ + X button: Activate special  
move

○ button: Jump

○ button followed by X: Perform Butt  
Slam move

△ button: Interact

L1 button: Center camera

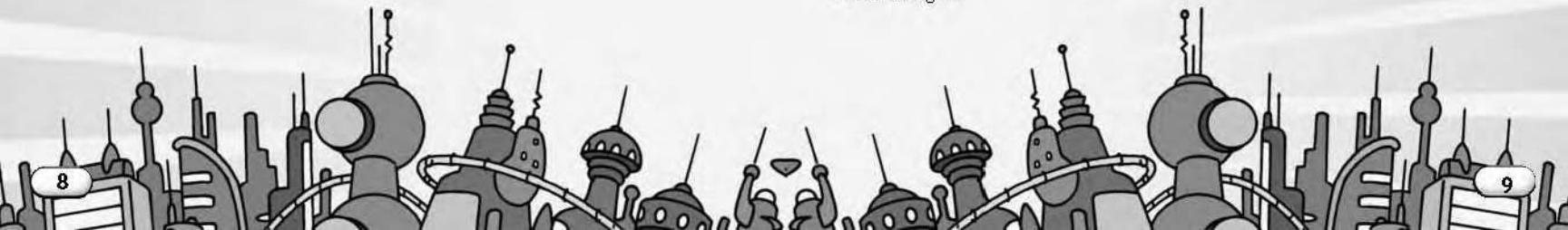
R3 button: Toggle first-  
person mode



## **TIPS**

Press X button while jumping to perform the Butt Slam move. This causes great damage to any enemy you land on, and may stun nearby enemies too.

Press X and □ buttons together to perform the Super-Spin attack. This causes great damage to any enemy it touches. However, it also uses a Special Move charge (these are indicated by the blue dots next to Bender's portrait). Pick up the Special Charge items to gain more charges.



# LEELA

NAME:	Turanga Leela
OCCUPATION:	Captain and Pilot of the Planet Express Delivery Ship
DEPTH PERCEPTION:	Poor
FAVORITE KUNG FU MOVIES:	Crouching Tiger, Disembowelling Parrot

## CONTROLS

left analog stick:	Walk and run
right analog stick:	Rotate camera/ Look up and down
X button:	Kick
□ button:	Punch
□ + X button:	Activate Special Move
○ button:	Jump
○ button followed by X:	Perform Jumping Kick
△ button:	Interact
L1 button:	Center camera
R1 button:	Toggle first-person mode



## TIPS

By holding down the **R1** button and pushing in a direction, Leela can perform rolls and flips. These allow her to dodge attacks and roll underneath dangerous obstacles.

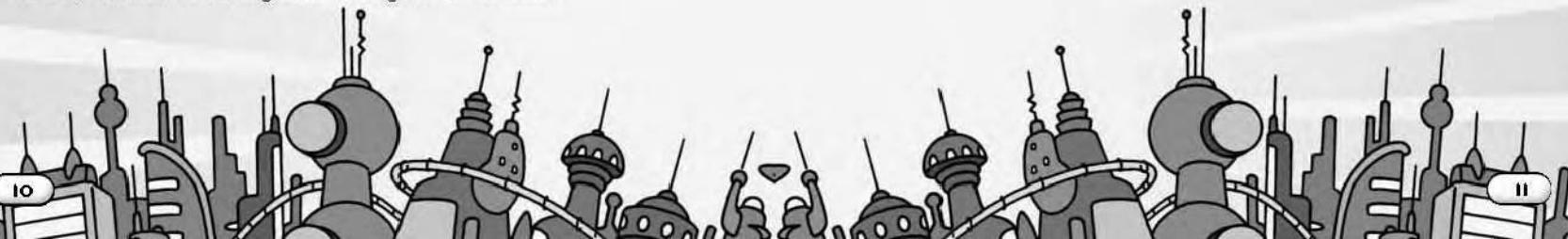
If Leela connects with multiple consecutive hits, she can perform combo attacks, which cause much greater damage to her enemies.

# DR. ZOIDBERG

NAME:	Dr. John Zoidberg
OCCUPATION:	Planet Express Doctor
LIKES:	Acceptance, Scavenging
DISLIKES:	Invertebrates, Love rivals

## CONTROLS

left analog stick:	Move left and right only (no forward or backward movement)
○ button:	Jump
START button:	Pause



# PICK-UPS AND COLLECTIBLES

## Health



### Fry

Single cans of Slurm will boost Fry's health by 25%.  
Six packs of Slurm will boost Fry's health by 100%.



### Bender

Bottles of Old Fortran will boost Bender's health by 25%.  
Cans of Mom's Old Fashioned Robot Oil will boost Bender's health by 100%.



### Leela

Small bottles of vitamins will boost Leela's health by 25%.  
Large bottles of vitamins will boost Leela's health by 100%.

## Ammo

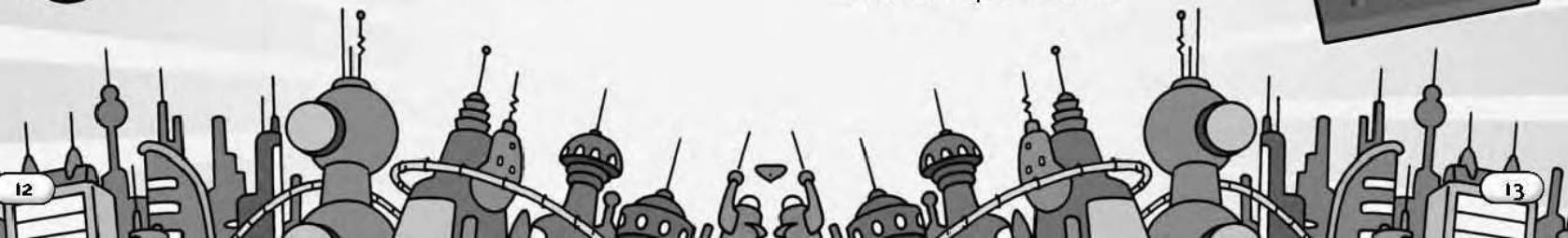


Picking up an Ammo item will give Fry 50 more rounds for his current weapon.

## Charge-ups



Picking up a charge item will give Leela or Bender another use of their special move.



## Valuables

Collecting 25 valuables for any character will get you another charge for the reanimator, in effect giving you an extra life.  
Each character has his own valuables – they are as follows:



### Fry

U.S. dollars



### Bender

Robobium



### Leela

Gold Bars



### Dr. Zoidberg

Fish



## Nibblers

As part of her evil plans, Mom has captured Nibblonians and imprisoned them in cages. If you free them, they will do a happy little dance and teleport away. If you free all the Nibblers on a level, you will receive a special reward.

# CREDITS

## VIVENDI UNIVERSAL GAMES

### PRODUCTION TEAM

PRODUCER: John Melchior

ASSOCIATE PRODUCER: Chris Wilson

### QUALITY ASSURANCE

V.P. OF Q.A., CUSTOMER SERVICE & TECHNICAL

SUPPORT: Rod Shean

Q.A. MANAGER: James Galloway

Q.A. BRAND MANAGER: Igor Krinitskiy

YUPC DIRECTOR: Randy Linch

Q.A. SUPERVISOR: Michael Gonzales

Q.A. LEAD: Luke Thai

### TESTERS

Cameron Austin

Robert Bare

Geoff Bent

Tony Black

Evan Branning

Jason Colombetti

John Cross

Tim Harrison

Lina Hedgeman

Jen Johnson

Michael Kurliko

Cris Lee

Red Magpantay

Jonathan Masterson

Arabian Nazel

Derek Queza

Linda Quinlan

Ellen Williams

Stephen Yang

Jacob Zabie

### YUPC

Brandon Valdez

Cyra Talton

Michael Caradonna

Ben Chan

Alex Zherdev

Jeffery Kuhn

Richard Benavides

### MARKETING

Lindsey Fischer

Ivo Gerscovich

Jack Van Leer

### SPECIAL THANKS

Eric Asevo

Lauren Azeltine

Pete Benson

Pamela Blanford

Brian Cowen

Yvoller Diaz

Tom Gastall

Greg Goodrich

Abe Groening

Will Groening

Michael Heilemann

Alex Johns

Cathy Johnson

Luke Letizia

Michelle Long

Dan Mackenzie

Kimberlee MacMullan

Blake McCallister

Mike Schneider

Dave Shaw

Mark Yu

# CREDITS

## THE CURIOSITY COMPANY

EXECUTIVE GAME DESIGNER: Matt Groening

CREATIVE CONSULTANT: Mili Smythe

STORY AND DIALOGUE BY: J. Stewart Burns

VOICE DIRECTION BY: David X. Cohen

### VOICE ACTORS

Billy West

Katey Sagal

John DiMaggio

Tress MacNeille

Maurice LaMarche

Dave Herman

ORIGINAL MUSIC COMPOSED BY: Christopher Tyng

DIALOGUE EDITOR: Danik Thomas

"Theme from FUTURAMA" (Remix) © 2003

Written by Christopher Tyng (BMI)

Published by Fox Film Music Corporation (BMI)

## UDS

### PRODUCERS

Anders Hejdenberg, Mats Westerlund

LEAD DESIGNER: Mark McGinley

LEAD ARTIST: Ralph Gerth IV

LEAD PROGRAMMER: Mattias Olsson

### Artists

Timo Pihlajamäki, Ulf Ekelöf, Gabriel Odgren,

Mattias Kylen, Mattias Hallström

### Additional Artists

Daniel Ljunggren, Jimmy Gustafsson, Peter

Andersson, Leonard Krylov

CHARACTER MODELER: Nick Lewis

CHARACTER ANIMATORS

Simon Wotige, John Hedley, Fredrik Lindblom

ADDITIONAL CHARACTER ANIMATOR: Seamus Flanagan

### PROGRAMMERS

Niall McCaffrey, Joakim Hagdahl, Anders Karlsson, Andreas Andersson, Per-Olof Romell, Alexander Bozcar

### ADDITIONAL PROGRAMMERS

Jimmy Nilsson, Magnus Runesson, Niklas Westberg, Tord Jansson, Roger Johannesson

### SCRIPT PROGRAMMERS

Viktor Jansson, Martin Geijke, Roger Edgren, Johanna Jönsson

### ADDITIONAL SCRIPT PROGRAMMERS

Henrik Lee Erngren, Asmar Arsala

### SOUND DESIGNERS

Christian Björklund, Tobias Palmér

### QA PROVIDED BY:

The Test Station, [www.TheTestStation.com](http://www.TheTestStation.com)

### QA Manager

Magnus Zetterberg

[magnus.zetterberg@theteststation.com](mailto:magnus.zetterberg@theteststation.com)

### EVALUATORS

Tobias Hagberg, Doru Apreutesei, Kristoffer Bergqvist, Peter Arvidsson, Tobias Karlsson

### NETWORK ADMINISTRATOR

Thommy

OFFICE ADMINISTRATOR: Petra Karlsson

STUDIO MANAGER: Carl Lundqvist

DEVELOPMENT DIRECTOR: Stéphane Koenig

FINANCIAL DIRECTOR: Torbjörn Olsson

HUMAN RESOURCES MANAGER: Marie Ebbeson

# TECHNICAL AND CUSTOMER SUPPORT

## TECHNICAL SUPPORT

Vivendi Universal Games Technical Support can be contacted in the following ways:

PHONE: 310 649-8030, M-F, 8 AM-4:45 PM, PST

FAX: 310 258-0755

INTERNET: <http://support.vugames.com>

## CUSTOMER SERVICE

Vivendi Universal Games Customer Service can be contacted in the following ways:

PHONE: 310 649-8031, M-F, 8 AM-4:30 PM, PST

FAX: 310 258-0744

## MAIL

Vivendi Universal Games  
4247 South Minnewawa Ave.  
Fresno, CA 93725

## LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

1. Limited Use License. Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation® computer entertainment system.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.

#### 3. Responsibilities of End User.

A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

This game uses  
NDL graphics technology



This game was developed using  
NDL's *NetImmerse* technology.